

Game Design Pitch Document

Please complete all four pages in full

TEAM NAME

Gary Napper (EA Bright Light)

TEAM MEMBERS Please list the names, ages and roles played by all three team members

1 Name	Date of Birth (DD/MM/YYYY)
Daniel Phillips	xx/xx/xxxx (25)
Role(s)	Male/Female
Integrator	Male
2 Name	Date of Birth (DD/MM/YYYY)
Karl Bennett	xx/xx/xxxx
Role(s)	Male/Female
Level Designer	Male
3 Name	Date of Birth (DD/MM/YYYY)
Anthony Savva	xx/xx/xxxx (25+)
Role(s)	Male/Female
Programmer	Male

NAME OF THE GAME

SPARE PARTS

PLATFORMS On what systems will your game be played? Consoles? PC? Handheld?

Xbox Live Arcade and PlayStation Network

MARKETING BLURB What's your one-sentence description of the game for the back of the box?

An online action adventure featuring two awesome robots for everyone to play!

SCREENSHOT What will players see on the screen?

Provide a typical image of the game in play, with explanatory notes (use a separate sheet if necessary)



Please complete the following sections in no more than **100 words** per question.

GAMEPLAY What happens when you play it? What do you do, and why?

Players must collect Ship Parts to repair their space ship and escape the villain! Jumping, fighting, smashing, punching, kicking, electrocuting, exploring, working together and solving puzzles. Players also collect new abilities to aid their puzzle solving and help them collect more parts.

CONTROLS What buttons or other controls are used to play your game?

Standard 3rd person control set (Left stick move, A button jump etc) (360)
B- use action part
Y – toggle action part/Hold for radial select
X – Punch/Attack
RT – throw parts

CHARACTERS Are there any characters in the game? If so, who are they?

Mar-T – A robotic character who has been dropped on a planet and must fight his way through countless enemies to retrieve the parts he needs for the ship.
Chip – Mar-T's robotic companion! His help is vital if they are to get through this.
CON-RAD – the ships computer. It guides the player through the game and narrates the story.
SULBA KRUNG – The big bad guy! He dropped them there and after discovering them to be still alive, sent his KROFAX troopers after them!
Spider Monkiez – Aggressive indigenous life forms that became hostile when the krofax arrived.

Please complete the following sections in no more than **100 words** per question.

STORY Outline the plot, set-up or narrative progression of the game

Mar-T and Chip survived the destruction of their homeworld by the Krofax and ended up inside the hull of the space cruiser that Sulba Krung uses to destroy planets. Dropped on a strange planet by Krung, they discover each other and an abandoned ship that together they can repair to escape to freedom.

ENVIRONMENTS Where does the game take place? What does the world of this game look like?

Space, Desert, Jungle, Cliffs, Caves, Temples and inside space ships. Visually it is an appealing art style that is fun and lively.

UNIQUE SELLING POINTS In summary, what makes your game different from other games on the market?

Online and Offline Co-Op (offline means playing with a friend in the same room linked to the same console, online means playing with a friend in another town or country, via Xbox Live or PlayStation Network).
High production values for Xbox Live Arcade and PlayStation Network.
Rapid fun play that appeals to all ages.

Before you submit your entry, please ask a parent or guardian to complete the attached consent form.

PARENTAL CONSENT

If you are a parent/guardian of one of the three children entering this competition and you consent to the child entering, please include the following with their entry and add your signature, name, email address and telephone number. For full Terms and Conditions please visit www.bafta.org/ygd.

I consent to this child **[name]:** [redacted] entering this competition (BAFTA Young Game Designers) under the Terms and Conditions of BAFTA Young Game Designers.

Name of parent/guardian [redacted]

Signature [redacted] Date [redacted]

Email [redacted] Tel [redacted]

I consent to this child **[name]:** [redacted] entering this competition (BAFTA Young Game Designers) under the Terms and Conditions of BAFTA Young Game Designers.

Name of parent/guardian [redacted]

Signature [redacted] Date [redacted]

Email [redacted] Tel [redacted]

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Name of parent/guardian [redacted]

Signature [redacted] Date [redacted]

Email [redacted] Tel [redacted]

Unless otherwise stated, the contact details given for the first child above will be assumed to be the primary contact for correspondence.

Thank you for entering the BAFTA Young Game Designers competition. Please submit your completed form to ygd@bafta.org or **BAFTA, 195 Piccadilly, London W1J 9LN**. Your entry should be clearly marked '**BAFTA Young Game Designers**'.